

# **REASON**

- **To use TWGSS to its full potential, you must know how to operate TWGSS in the various training modes.**

# **TRAINING OBJECTIVE**

- **Given an operational M1A2 tank with TWGSS installed and aligned, the crew will conduct the following exercises:**
  - **Panel gunnery**
  - **Combat mode (force-on-force)**
  - **Tracking training**

# **TWGSS TRAINING MODES**

- **Panel gunnery**
- **Combat (force-on-force)**
- **Tracking training**

# TRANSPARENCY

- The design of TWGSS, with full integration to the tank, requires the crew to perform the same procedures as used during live fire gunnery.

# **LASER RANGEFINDER (LRF) FUNCTION**

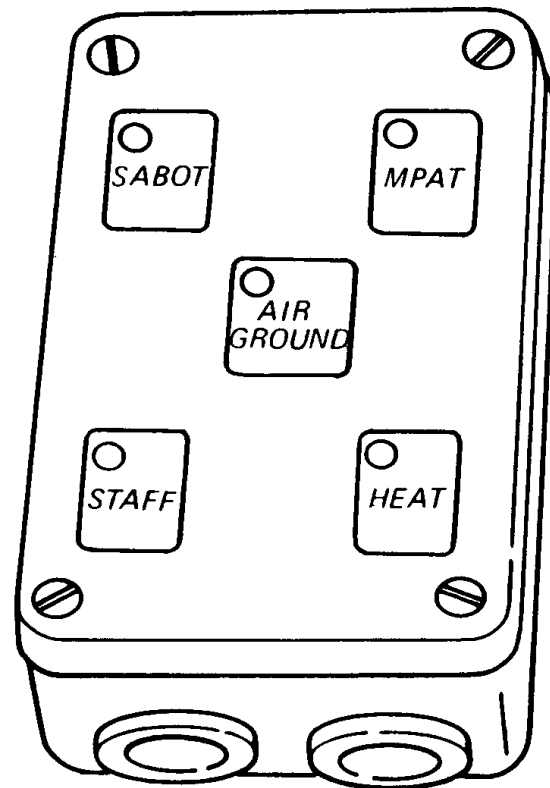
- **Filtered LRF used as normal**

## **WARNING**

**ENSURE LRF EYE-SAFE LASER FILTER IS  
INSTALLED DURING ALL TWGSS TRAINING.**

**Note: TWGSS LRF mode is not used with M1A2.**

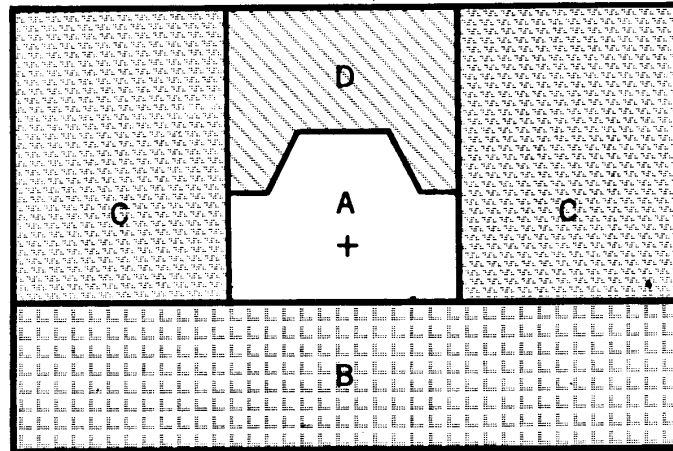
# LOADER'S PANEL



# **TBOS EFFECTS**

- **Tracer simulation**
- **Burst simulation:**
  - **Ground burst**
  - **Burst on target**
- **Obscuration**

# TBOS SIMULATION



- A: Tracer simulation is stopped. Burst indication is given.**
- B: Tracer simulation is stopped at ground plane and ground burst impact is indicated.**
- C: Simulation continues until projectile reaches maximum simulated range or hits ground.**
- D: Simulation continues until projectile reaches maximum range or projectile reaches upper edge of target template.**



# **MAX RANGE AMMUNITIONS**

- **SABOT and HEAT to 3750 m**
- **COAX to 900 m**

# **RESULT PRESENTATION**

- **Numerical**
- **Graphic**
- **No presentation**

# FIRE RESULT

SI	RM	GD	LF				
AL	<div> <div>HIT</div> <div> → 0.8      ↓ 1.0 </div> <div>R. 1540 m</div> <div>SABOT</div> </div>						
SU							
TE							
CF							
	REMAINING AMMO.						

# TARGET RESULT

SI	RM	GD	LF				
AL	<div>HIT</div> <div>ASP: 12 o'clock</div> <div>→ 0.8    ↓ 1.0</div>						
SU							
TE							
CF							
	REMAINING AMMO.						

# ENGAGEMENT RESULT

- **HIT**
- **GROUND HIT**
- **MAX RANGE**

# **FIRING SYSTEM SOUND INDICATIONS**

- **Ammunition door**
- **Closing of breech block**
- **Main gun fire**
- **COAX fire**

# **TARGET SYSTEM SOUND INDICATIONS**

- **NEAR MISS (2 tones)**
- **HIT no KILL (4-6 tones)**
- **HIT and Kill (continuous tone 30 sec)**

**Note: MOBILITY KILL and WEAPON KILL are also indicated with 4-6 tones.**

# TARGET SYSTEM VISUAL INDICATIONS

- **NEAR MISS (2 indications)**
- **HIT no KILL (4-6 indications)**
- **HIT and KILL (continuous indication)**

**Note: MOBILITY KILL and WEAPON KILL are also indicated with 4-6 indications.**



# **TARGET SYSTEM HIT FUNCTIONS**

- **HIT (no KILL)**
- **HIT with MOBILITY KILL**
- **HIT with WEAPON KILL**
- **KILL**

# **TAMPER DURING COMBAT MODE**

- **Sound indication**
- **TAMPER indicated on control panel**
- **Visual indication**

**Note: TAMPER will be indicated during 30 seconds and if not corrected TAMPERING KILL will be indicated.**

# **TAMPER DURING PANEL GUNNERY**

- **BIT indication**

**Note: A BIT indication removes the capability to fire until the system has been corrected.**

# **SUMMARY**

- **Panel gunnery**
- **Combat gunnery (force-on-force)**
- **Tracking training**

## **CLOSING STATEMENT**

- **To get the maximum training value from TWGSS, you must be able to operate the system in the various training modes.**